20th Annual Adams-Friendship Youth Baseball Tournament Rules

- 1. Please, No Carry-Ins
- 2. Age eligibility is based on April 30th
- 3. A team roster will consist of no more than fifteen players
- 4. Turn Rosters in before the first game at the concession stand with phone numbers
- 5. You may bat your entire lineup and have free substitutions, or bat 9 (12u), 10 (10u) and play by Little League substitution rules.
- 6. Must pitch run for catchers when there are two outs.
- 7. Pitchers, (10u) may pitch 3 innings per game, 8 innings max for the weekend. (12u) may pitch 3 innings per game, 10 innings max for the weekend. One pitch in an inning counts as an inning for that pitcher.
- 8. Base stealing is allowed in both divisions once the ball crosses home plate. Stealing home is allowed only in the 12u division.
- 9. Once the pitcher is on the rubber, runners must return to the base they're on.
- 10. Must slide on close plays or be called out at umpires discretion. No head first sliding unless returning to previous base.
- 11. No fake bunts, if a batter pulls back on a bunt and swings, the batter will be out.
- 12. Infield fly rule will be played in both divisions.
- 13. A coin flip will determine home and away teams. Home team is the official score book and must turn in scores to concession stand after the game.
- 14. Only the manager may discuss a decision with the umpire or contact the tournament director (J.C. Dummitt).
- 15. AF Youth Baseball is not liable for injuries and teams are required to carry insurance.
- 16. Time limit for both divisions will be 75 minutes with no inning starting after this time has expired.
- 17. 15 run rule after the 3rd inning, 10 run rule after the 4th inning.
- 18. Batter can run on a dropped third strike unless first base is occupied or there are two outs.
- 19. 2 5/8 or 2 1/4 barrel bats, 1.15 or USSSA
- 20. In the event a game is tied after the time has expired we will start with the batter that made the last out starting on second base to start the inning.
- 21. Teams are required to clean the dugout after their game is over.
- 22. No taking infield practice before the games.
- 23. Good sportsmanship is required from the coaches, players and fans. Any disruptive behavior will result in a team forfeiting the current game and maybe all remaining games.
- 24. Again, please no carry-ins!
- 25. Tie Breaker Rules:
 - a. Head to Head
 - b. Fewest Runs Allowed
 - c. Run Differential
 - d. Coin Flip
 - e. 3 way ties will be decided by rule number 2 and down
- 26. Have fun!